

Panzer Elite

Ostpak Redux



**Release notes for the 2.0 version
December 2018**

What is Ostpak Redux?

Panzer Elite for me is up to this day the #1 WW2 armour simulation. It has achieved cult status among a small but devoted gamers/simmers over the many years. This was largely due to it's incredible modding community and the several addons & tweaks that enhanced the original game.

This particular mod is bringing you the Ostpak Expansion along with the possibilities of the latest game engine in a single package.

Main changes:

- Contains the entire Ostpak Expansion
- Contains the entire Blitzpak Campaign
- Latest game engine programmed by Aldo:
 - 3D tracks & wheels for German and Soviet vehicles (Panzer III-IV, Panther, Tiger, Tiger II, JagdTiger, JagdPanther, T-34, IS-2, ISU series, KV1, KV2 etc.)
 - Authentic & Individual vehicle & armament sounds
 - Updated particle effects
 - Updated lightning system
 - Increased view distance
 - Lots of bug fixes – but remember this is still Beta
- The main face-lifting is on the Eastern front/Blitzkrieg missions, but the benefits of the new engine will be visible on Italy, Normandy and African theaters as well
- Seamless terrain included

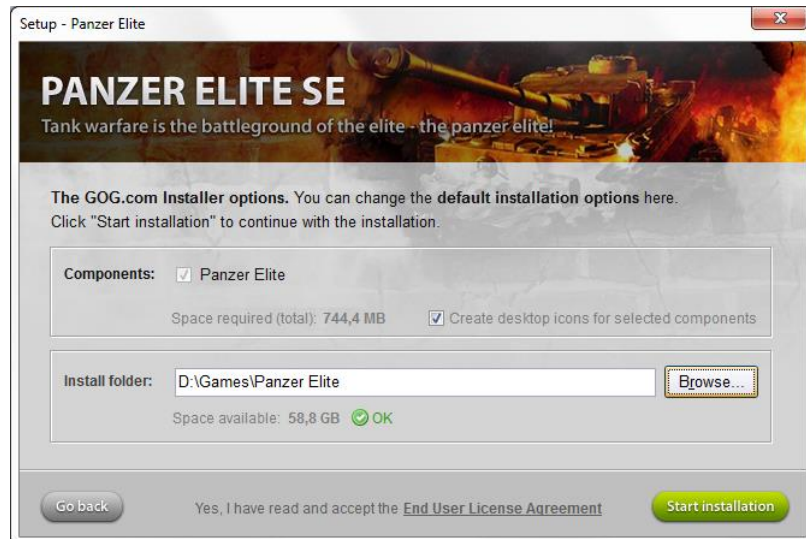


Installation

1. Install Panzer Elite first

suggested version: GoG Panzer Elite Special Edition – available on GoG:

https://www.gog.com/game/panzer_elite_se

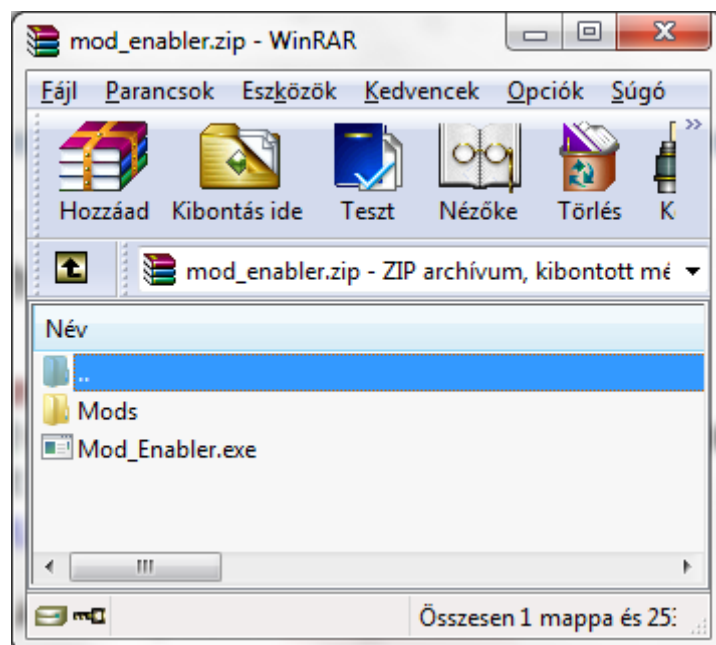


2. Replace/update the **Mod_enabler**

download link:

https://drive.google.com/open?id=1B8_-QjrIjkbk3fr8YrWQSAqSPsYOKUn

Replace the mod_enabler with Aldo's updated **Mod_Enabler** and extract it's content straight into your **Panzer Elite** installation folder:



The Mod_enabler has to be placed straight into the **Panzer Elite** folder, language.txt goes into the **mods** folder. You won't be able to enable the Ostopak Redux mod without the updated mod_enabler.

Mod_enabler.exe -> copy straight into your Panzer Elite main folder, overwrite the old version

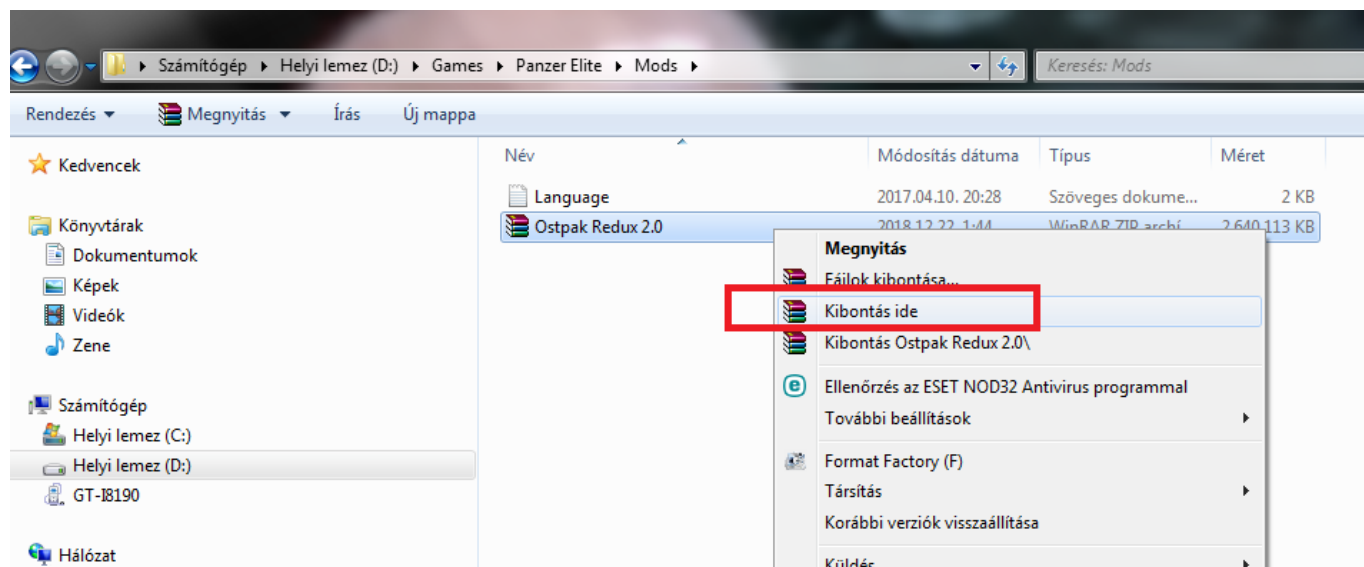
Language.txt -> copy into the **Mods** subfolder, overwrite the old file

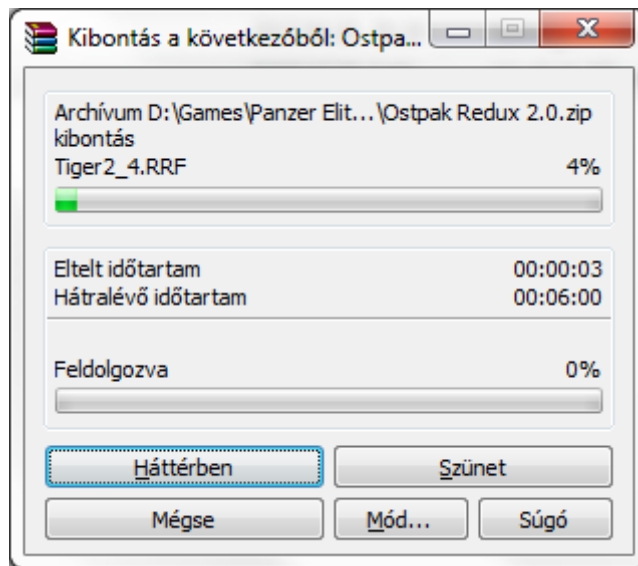
3. Download Ostopak Redux 2.0.zip

download link:

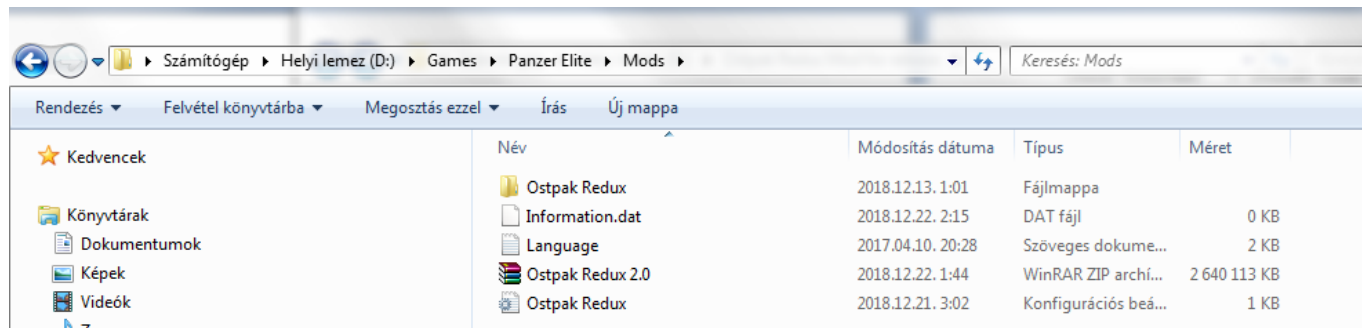
<https://drive.google.com/open?id=1EQkG8tj0oPenjZ5tlHYbuXUvw6QHmK8m>

4. Extract Ostopak Redux 2.0.zip into the Mods folder



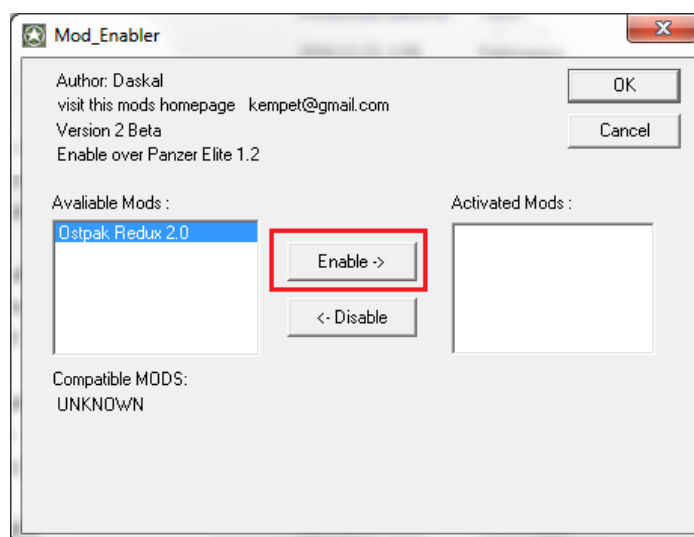


This is how it should look like:



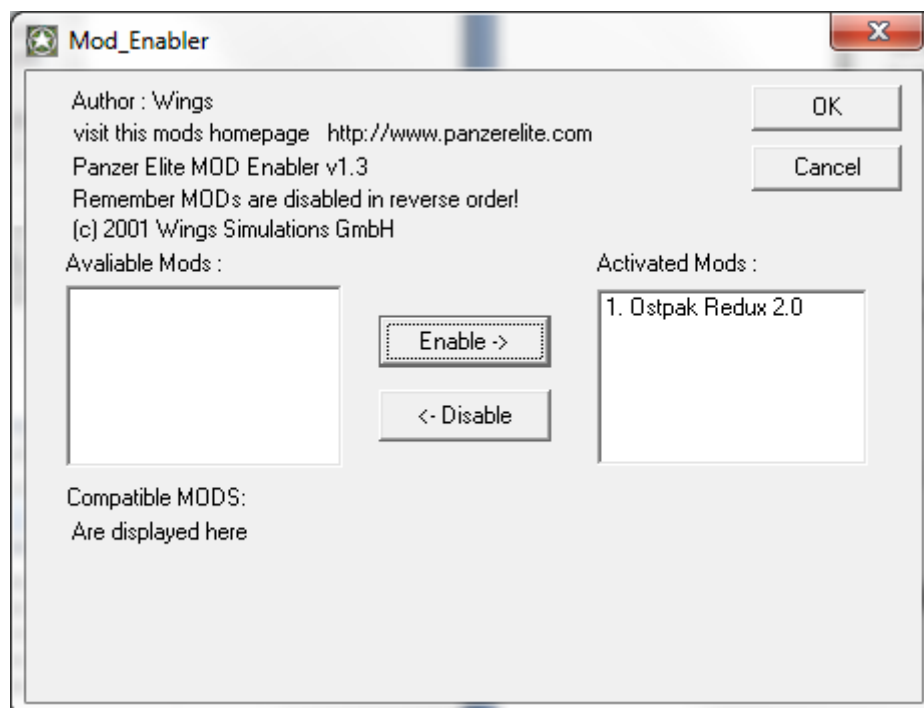
You can delete the Zip file once extracted.

5.Enable Ostpak Redux 2.0 through the mod_enabler

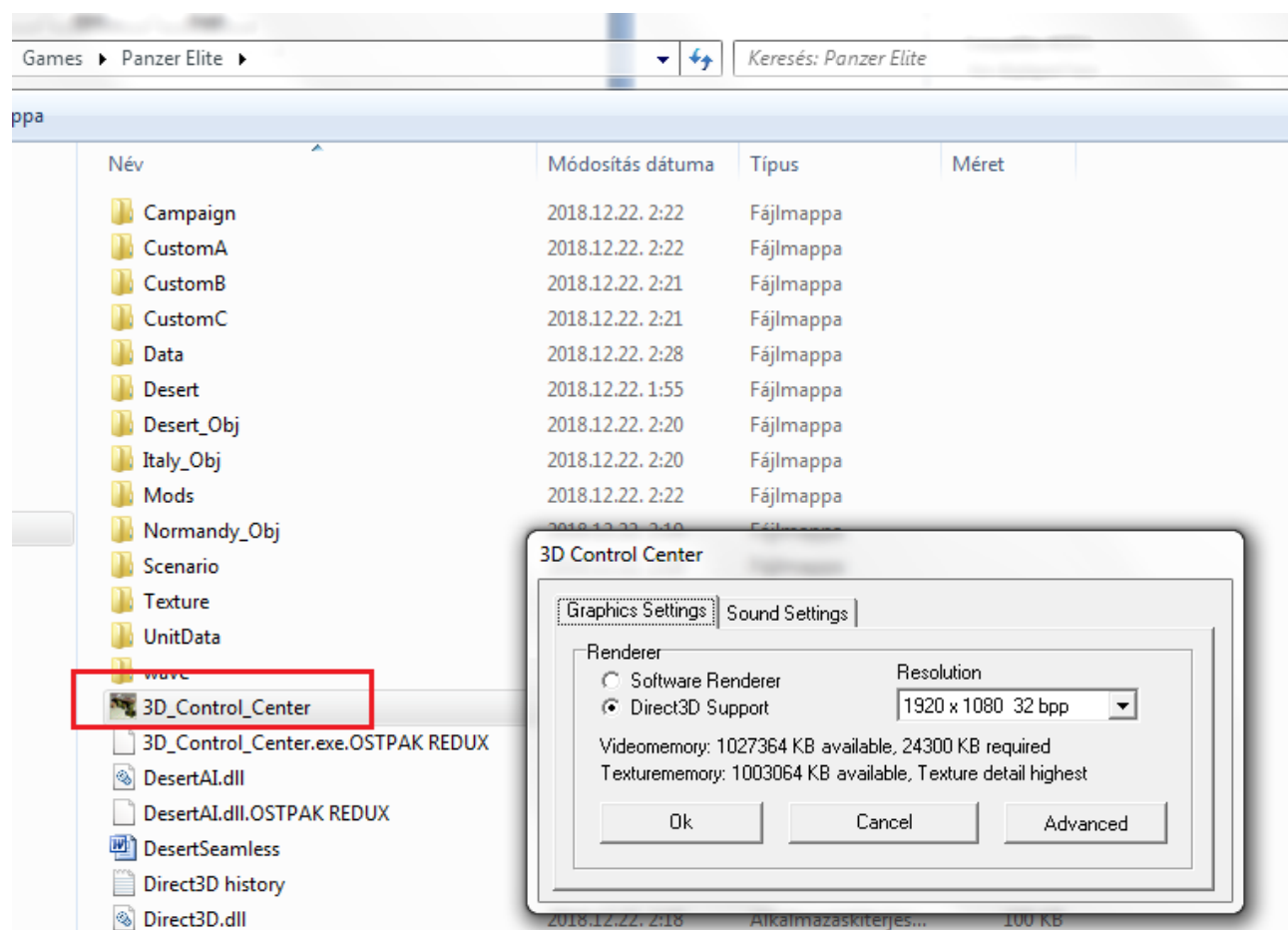


Please note that the mod itself is over 3GBs in size ~12,000 files, it might take several minutes for the mod_enabler to finish. So give it time.

Once finished – it should look like this:



6. Launch **3D_Control_Center** and setup your graphics



7. Launch Panzer Elite – that's it!



About the in-game Controls:

The mod uses my custom key configurations, check and change in Options the controls for your own liking. (e.g. I have mapped NumPAD 0 / Ins to change magnification in gunners sight etc.)

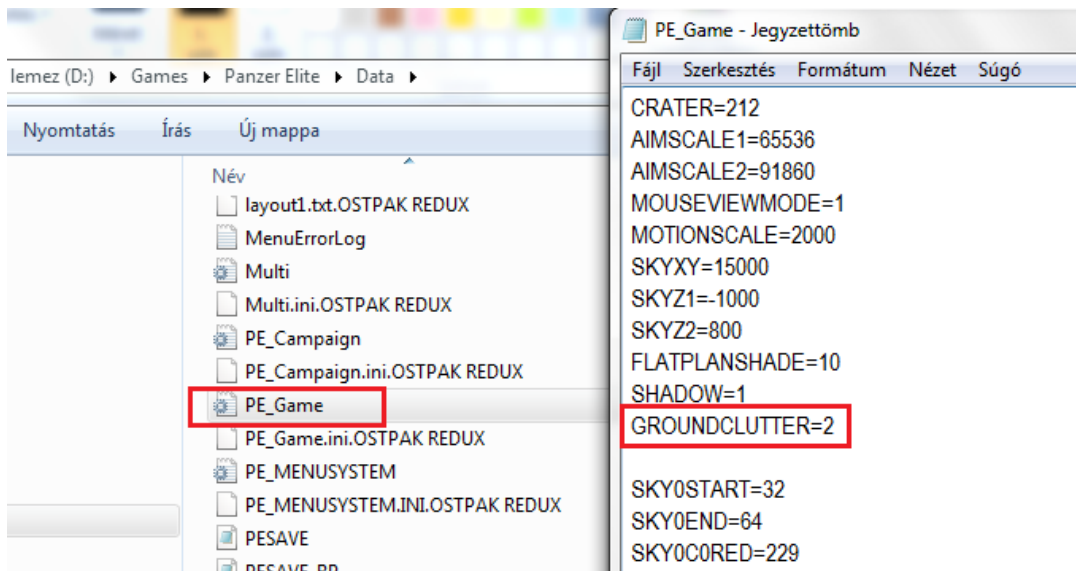
Tweaking Performance:

Ostpak Redux will by default be installed with high graphical settings. These may need to be tweaked based on your hardware configuration; the following are tips to increase FPS if you are having such issues:

Adjust Grass / Ground clutter:

The greatest hit to FPS is the ground clutter (grass). The view distance is dependent on the cloud cover. Clear sky has the greatest draw range, so it has the most grass. On an overcast day, you will find the FPS much higher.

You can edit **PE/data/PE_Game.ini** with any text editor. Find GROUNDCLUTTER= in the [option] section:



0 is off, 1 through 3 are the range where the landscape changes detail levels

GROUNDCLUTTER=2 is for fast CPUs (default & recommended setting)

GROUNDCLUTTER=3 it will kill your framerate, don't use it...

Adjust view distance:

this can be adjusted in game using key commands or through the “3D Control Center” application found in the root folder of Panzer Elite.

in game settings:

Alt+F1 – short view distance

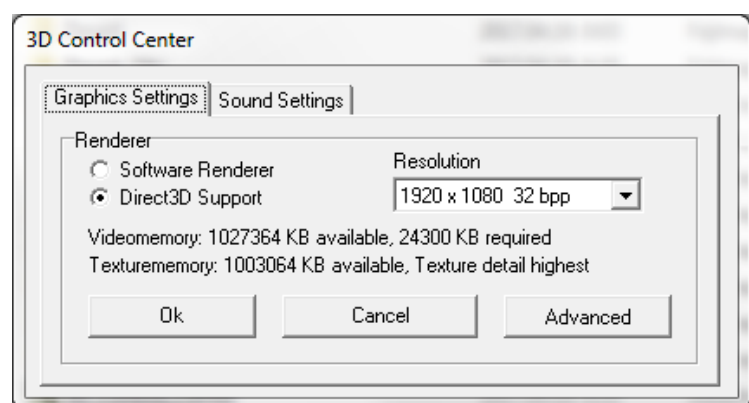
Alt+F2 – medium view distance

Alt+F3 – long view distance

Alt+F4 – max view distance (default setting, recommended)

3D Control Center:

this application is located within the Panzer Elite folder, use this to change your graphic settings – the mod will update it to Aldo's latest version.



Credits / Contributors / Thanks

(sorry if I missed someone)

Aldo “Brit’44”:

Chief Technical advisor, programmer, Panzer Elite “Guru” – enough to say that without him this update to Ostpak would not exist.

Slomo:

Pretty much the same as Aldo – countless technical support plus a lot of updated 3D models & 3D wheels/parts. (check out his awesome Jagd Panther, Tiger II Henschel & Porsche models!!)

Unfortunately Slomo passed away recently... – Slomo thanks again for your support wherever you are now – without you this Mod wouldn’t exist!

Murkz:

Technical support, 3D models and the entire Blitzpak with updated 3D elements! Murkz was kind enough to have his updated Blitzpak to be included in this update!

Yamato:

3D models / 3D parts – technical support.

Txema:

Restless & always on the lookout for bugs!

Halleluia

Bug fixes & tips!

Bob1R & the original Ostpak crew:

Unfortunately I was not able to contact the original crew that created Ostpak – hopefully you don’t mind this update that hopefully will keep your mod around & going. The original Ostpak mod (included here with tweaks and updates) are all their creations.

Daskal:

that would be me driving this project... if I think back originally I only wanted wanting to have the Tiger II updated plus a couple of new sounds... but got hooked in the end.

Screenshots



